CHANGES TO THE SPECIFICATION

Please change the paragraph at page 20, lines 4-13, according to the following:

As shown in Figure 5, the attack range indicator 450 for each target range indicator 440 is sized to encompass up to a maximum number of enemy characters 420. The number of enemy characters that fit within an attack range indicator indicates the attack capabilities of the corresponding weapon. For example, only one enemy character fits within the attack range indicator 450a for the sword. This indicates that the sword can only target one enemy character at a time. On the other hand, the attack range indicator 450c for the axe holds up to 6 9 enemy characters. This indicates that an axe can target a maximum of 9 enemy characters at one time (3 enemy characters per controller button). The attack range indicator 450b for the taiaha holds up to 6 enemy characters, indicating that the taiaha can target up to 6 enemy characters at once (2 enemy characters per attack button).